How to / Trackmania / Mediatracker / GPS & Replay ghosts

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Part 5 : The Start offset value

The "**Start offset**" value describes a "seconds" value in the Ghost's own timeline.
A value of "5" for example would immediately jump to the 5th second of the Ghost's driving, when the Ghost Replay starts to show in your own timeline.

What's it good for ?

This value makes it possible to only show temporary situations in which the Replay Ghost is driving.

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The same Replay Ghost was imported 3 times, everytime getting a different "Start offset" value and cut to 1 second duration. Each of the 3 different camera blocks focuses on a "different" Ghost.

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The result

When going backwards at the start, 3 different camera blocks (of 1 second duration each) are played after each other, focusing on 3 instances of the same imported Replay Ghost.

You can also **Download** the finished Track, including the Multiple Ghosts.

KNOWN BUG

As you can see in the screenshots, you can **rename the imported ghosts**, which could help you organising them better if you imported many of them.
Unluckily, the camera focus + anchor don't care how you named your imported ghosts, these values will always show the ghost's original name.

GENERAL HINT

If you encounter problems with "non moving" replay cars in the Intro or Endgame Mediatracker:
Edit your Mediatracker content within the INGAME Mediatracker, then export the clip and import it into the Intro or Endgame Mediatracker. This will save you lots of time.

If you encounter problems with "stuttering" ghost replays while using the "behind" camera mode, consider using a custom camera, emulating the "behind" camera.

If you encounter problems with "stuttering" ghost replays while using the same ghost multiple times (usually the 1st ghost will move fluidly, all others will stutter), enlarge the time difference between the ghosts' offsets (magicly, this can cause the stuttering to stop).

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